SHADOWS OF BRIMSTONE™
Official FAQ
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Shadows of Brimstone™

By Jason C. Hill

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This Document has four sections - **Game Concepts**, **Errata**, **Revised Rules**, and **FAQ & Clarifications**. Each time there is a new update to this document, the changes will be made in Red text to make it easier to identify what is new.

GAME CONCEPTS

When Combining Two Core Sets, What Do I Mix Together and What Do I Leave Out?

The intent is that virtually all of the components from multiple different Core Sets can simply be combined together.

The only three elements that we recommend you NOT mix together are the **Loot deck**, **Scavenge deck**, and the **Exploration Tokens**.

These CAN be mixed together if you like, to give you a double-sized deck/stack of each, but all that really does is give you a lot more potential for swings of luck (for better or worse) when drawing from those decks/stacks.

When Do I Re-set my Hero's Health, Sanity, Grit, etc?

At the End of each Adventure, every Hero fully Heals their Health and Sanity. In this way, any damage taken during the Adventure is removed before Traveling to Town, but any Damage gained from Traveling or while in Town remains for the start of the next Adventure (note that Items and Tokens like Bandages may be used to Heal while in Town or Traveling).

At the Beginning AND End of each Adventure a Hero's Grit and other resources are re-set (such as a Gambler's Fortune Tokens, or re-setting a Wandering Samurai's Fury back to 0). So a Hero will have fresh Grit/Resources at the start of each Adventure, as well as at the start of each Travel/Town Stay.

What can't Grit be used to Re-roll?

A Hero may use a Grit to Re-roll any number of dice that the Hero just rolled.

This has raised some questions about what all this includes. This is fairly open-ended, but it is probably simpler to make a list of things that Grit cannot be used to Re-roll.

Grit May not be used to Re-roll any of the Following:

<Dice not rolled by a Hero>
- Enemy To Hit rolls
- Enemy Armor rolls
- Enemy Variable Damage rolls
- Enemy Elite Ability rolls
- Enemy Target Selection
- Any roll to pick a Random Hero/Item/Etc.
- Rolls made by other Heroes

<Grit Restricted Hero Rolls>
- Hold Back the Darkness
- Any roll on a Chart (some exceptions - see *Revised Rules* Section)
- Roll to determine Corruption Hits at the end of an Adventure from Dark Stone Carried
- Variable Mission Rewards
- Rolls for adding Travel Hazards

Town Items Purchased from a Restricted Selection

Items purchased in Town from a Location or section of a Location that are restricted by a Keyword or Hero Class (**Outlaw** Only, **Tribal** Only, Saloon Girl/Piano Player Only, etc) are assumed to have that same Restriction built in as part of the Item itself.

For example, every Item in a section marked as **Outlaw** Only is assumed to have the **Outlaw** Only Restriction on that Item as well.

Keyword Exclusivity

There are some Keywords that a Hero may never have at the same time. If a Hero with one of these Keywords has the opportunity to gain the other (generally it's opposite), they lose the previous Keyword as long as they have the new one.

For example, if a Keyword **Law** Hero gains the Keyword **Outlaw**, they immediately lose the Keyword **Law**.

If a Keyword is granted by an Item, it is only in effect while that Item is Equipped. A Hero may NOT equip two different Items that grant contradictory Keywords at the same time.

Keywords that are granted by a character's Hero Class or Abilities always go back into effect as soon as any contradictory Keyword is removed.

For instance, if a US Marshal Hero with Keyword **Law** becomes ***Wanted*** in Town, gaining the Keyword **Outlaw**, they lose the Keyword **Law**. As soon as that Hero is able to remove their ***Wanted*** status, getting rid of the Keyword **Outlaw**, they immediately regain their built in Keyword **Law**.

The following is a list of contradictory Keywords that are exclusive to one another:

- **Law** and **Outlaw**
- **Holy** and **Demon**

Permanent Changes to Health and Sanity

Any time an effect allows a Hero to 'Gain Health' or 'Gain Sanity', this is considered a permanent change to the Hero, increasing their Health/Sanity value by the amount listed.

When an effect is intended to permanently reduce a Hero's Health or Sanity, it will always use the word 'Permanently' to emphasize the reduction as being a permanent change.

Any other wording for increasing or decreasing Health/Sanity is intended to Heal or Damage the Hero within the confines of their existing Health and Sanity values.

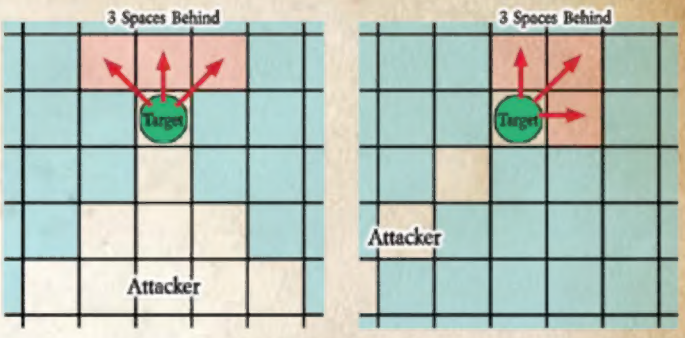
*(Note the corrections to card wordings listed in the **Errata** section below for issues with the phrase 'losing Sanity' being replaced by 'taking Sanity Damage' on some early cards).*

Immune to Critical Hits

Some Enemies have an ability that makes them 'Immune to Critical Hits' (such as ***Tough***). This just means that a Critical Hit assigned to that Enemy is counted as a regular Hit against them (does not ignore their Defense). Any other bonuses triggered for the Hero by rolling a Critical Hit DO still take effect.

The Three Spaces Behind a Model

Some things reference the three spaces behind a model. Usually this is related to an Attack and so the three spaces in question are relative to where the Attacker is located.



Armor and Spirit Armor

Armor and **Spirit Armor** offer extra protection against Wounds and Sanity Damage respectively. A model may never gain the benefit of more than one **Armor** save and/or one **Spirit Armor** save at a time. You should always use the best save of each currently available to the model.

Armor saves do NOT stack in any way.

For example, if a Hero has an Item that gives them **Armor 5+** and then discards a *Fine Cigar* Side Bag Token granting them **Armor 3+** until the end of the turn, they would use the **Armor 3+** save to prevent Wounds until the end of the turn, as 3+ is better than 5+.

Note that a model MAY have both **Armor** and **Spirit Armor** active at the same time, as they each prevent a different type of Damage.

Special Ammo Types

There are several special types of Ammo that can be used to boost the effectiveness of a Hero's Gun. Most of them must be discarded to use, giving the Hero a bonus until the end of the current Adventure. As a general rule, a Hero may not have more than one special type of Ammo in effect at a time (unless specifically noted otherwise).

If a Hero has one Type of Ammo in effect, and then switches to a different Type of Ammo, the benefits of the previous Ammo are lost.

One exception to this is the *Gunslinger* Hero's Six-Shooter Template Special Shots. These may not be combined with the benefits of another Ammo Type (as the Hero is still limited to one Ammo at a time), but using one of these Special Shots does not cancel any other Type of Ammo that is currently in effect. *(Note later that the Gunslinger's Ricochet Shots have been revised so that they MAY be used in conjunction with another Ammo Type for a combined effect).*

Tomb Chest and 'Hidden' Dark Stone

Some Containers allow you to place Items or Dark Stone in them to keep them 'Hidden' (as noted on the Item). Things that are 'Hidden' like this do not count as though they are being carried by your Hero in any way (they can't be stolen or lost, etc).

Once Per... Turn/Fight/Adventure/Travel/ Town Stay/Day in Town/Location Visit

Items and Abilities that are limited in use by the phrase 'Once per...' may only be used during the listed time frame.

For example, an Item that is listed as 'Once per Fight' may only be used during a Fight.

To this end, the following list defines these time frames:

Turn - Each game turn during an Adventure.

Fight - From the time that Enemies are placed on the board until there are no more Enemies on the board (or until the Adventure ends, whichever comes first).

Adventure - From when the Heroes are placed on the starting Map Tile until the Mission is complete (through success or failure) and Heroes have completed any End of the Adventure elements such as Corruption Hits from Dark Stone carried, etc.

Travel - From when the Heroes decide what Town they are Traveling to until the last Travel Hazard has been resolved and the Heroes arrive in Town (or are forced to go directly to the start of the next Adventure).

Town Stay - From when a Hero arrives in Town until that Hero leaves Town.

Day in Town - A single Day in Town; from the start of the Day until any Town Event is rolled for/resolved.

Location Visit - During a Day in Town; from when a Hero rolls on the Location Event Chart for the chosen Location until the Hero decides they are done at that Location.

'At the Start of ...' Turn/Activation/etc.

There are many effects that are listed as happening 'at the start of' a particular phase of the game. When there are multiple things that need to happen at the same time, the Player(s) may decide in what order to resolve each effect (unless stated otherwise in a particular effect's game text). This is intended to keep the game flowing smoothly and to be more 'player friendly'.

The only exception to this is refreshing any resources (such as Faith Tokens for the *Preacher* or Magik for the *Dark Stone Shaman*). Resources are always refreshed before anything else happens during that phase of the game.

Heroes that want to Travel Separately

At the end of an Adventure, sometimes Hero will want to Travel to Town separately, for one reason or another (maybe some players need to leave early, or don't want to risk Traveling to a Large Town, etc).

When this is the case, before Travel begins, any Heroes that wish to Travel separately can, with the intent of meeting back up at the start of the next Adventure.

Any Heroes that Travel together always end up at the same Town, while Heroes that decide to Travel on their own or in a separate group, will end up at a different Town.

If a Hero wants to Travel with the other Heroes, they cannot prevent him or her from doing so.

Changing Members of the Hero Posse Between Adventures

Shadows of Brimstone is designed to be very open-ended in how your game group plays out a campaign. It is meant to be very easy to swap Players and Heroes in and out of the Posse between each Adventure as desired, with little impact on the game. There are some cases, however, where this can raise questions about how bonuses and negatives that affect the entire Hero Posse 'during the next Adventure' should be handled.

It is recommended that whenever a game effect targets the entire Hero Posse during the next Adventure, each Hero player makes note of this on their character. Then, the next time that Hero takes part in an Adventure, any bonuses or negatives that they have noted on their character will affect the entire Hero Posse that they have joined up with for that Adventure.

It should be noted that each bonus or negative should only be applied once, regardless of how many different Heroes have it noted on their characters.

This makes it easy to keep track of bonuses and negatives that should apply whenever you start a new Adventure, regardless of which Heroes are taking part.

Items During Travel/Town Stay

A Hero may Equip and un-Equip Items as they see fit during Travel and/or during a Town Stay, but may not gain the benefits of more Items that require Hand Slots than they have Hand Slots available at any given time (as normal).

Note that some Items with timing restrictions (Once per Turn, etc), are only usable at the listed time - see the section on *'Once per...'* above.

'Any' Die

When an Item or Ability makes reference to selecting 'any' die, this means <u>any die</u> (relative to any other restrictions mentioned in the text of the specific Item or Ability). This includes an Enemy's die, a die on a chart roll, or even one of the *Hold Back the Darkness* dice, etc.

Assigning Hits to Enemies

When assigning multiple Hits to an Enemy and rolling for Damage all at once, a Hero must always apply the highest Damage Hits first. In this way, it will take the fewest number of Hits to kill that Enemy model. This avoids abusing the system to gain extra XP for larger Enemies that give XP based on each wounding Hit done.

ERRATA/CORRECTIONS

Heroes

Saloon Girl - *Comforting Presence* Ability

The Saloon Girl's *Comforting Presence* ability says, "...at the end of the Hero Turn..." This should just say, "...at the end of the turn...".

Rancher - *Rapid Shot* Ability

The Rancher's *Rapid Shot* ability should say, "(Limit 3 extra Shots per turn)".

Indian Scout - *Voices of the Ancestors* Ability

The Indian Scout's *Voices of the Ancestors* ability (found on the *Tribal* column of his Upgrade Chart) should say, "Limit once per turn".

Gunslinger - *Through Shot* Ability

The Gunslinger's *Through Shot* ability (found on the *Shootin'* column of his Upgrade Chart) should be revised to say, "... you may immediately do D6 Damage to another Enemy in one of the three spaces behind it.".

This removes the confusion and potential cascading effects of making it an extra Hit with a particular kind of Gun.

Bandido - *Dark Stone Dynamite* Ability

The Bandido's *Dark Stone Dynamite* ability (found on the *Explosives* column of his Upgrade Chart) should be revised for clarity to say, "...+2 Damage to each model affected." rather than 'to each model Hit'.

Town Locations

Saloon - Pickpocket

This event should read, "Make an **Agility 4+** test. For every roll of 4, 5, or 6, gain **$10**. If at least one 6 is rolled, you may also draw a **Gear** card.

Blacksmith - Dark Stone Forge Upgrades

The *Dark Stone Inlay* should be .

The *Dark Stone Grip* should be .

Indian Trading Post - Scout Bag

This item should be marked as **Limit 1**.

Gambling Hall - Five Card Draw Poker

This event should be marked as **'Limit Once per Visit' rather than the current limit of three times per Visit.**

Cards

Trusty Pistol (Gear Card)

The *Trusty Pistol* Gear card should have the **Frontier Heroes Only** limitation on it.

Orb of Ro'kal (Mine Artifact Card)

The *Orb of Ro'kal* Mine Artifact card should include '(Limit +3)' for its Damage modifier.

Undead Outlaws (High Threat Card)

One of the Undead Outlaw Enemy Pack High Threat cards (first printing only) calls for 6 Undead Outlaws and 1 MED Threat Card, but the body of the card shows an image of a LOW Threat card.

This image is incorrect, as it is meant to be a MED (yellow) Threat card.

Dark Altar (Mine Encounter Card)

The Attack section of this card should read, '**Attack!** - Draw a Threat. These Enemies gain a free Elite ability.'

Mind Worms (Mine Encounter Card)

This card should be listed as **Remains in Play** (See also *'Lose Sanity'* below).

A Crack in Space (Mine Encounter Card)

This card should be listed as **Remains in Play** (See also *'Lose Sanity'* below).

'Lose Sanity' should read 'Take Sanity Damage'

There are several cards in the Core Sets that use the phrase 'Lose Sanity'. This should read 'Take Sanity Damage', to make it clear that this is NOT a permanent Sanity loss (unless specifically noted as such).

The following is a list of cards that have this old terminology:

Hideous Discovery (Scavenge Card)
Mind Worms (Mine Encounter Card)
A Crack in Space (Mine Encounter Card)

Rulebook

Hand Icon Limits (Page 18)

The last line in the section on Hand Icon Limits, found on Page 18 of the Rulebook, currently reads -

"You may still only ever use two Hand slots at any given time though."

This line should be removed and replaced with the following -

"Though normally a Hero may only use up to 2 Hand Icons worth of Items at a time, it is possible to have this limit increased (usually through Mutations, etc), allowing the Hero to use a number of Hand Icons each turn, up to their new Limit. This may allow a Hero to Triple-Wield Single Handed Guns or even use a Single Handed Gun and a Double Handed Gun in the same turn (both of these examples would still follow the rules for *Dual Wielding*)."

Missions

Basic Mission 5 - Escape

The first line of the *Dangerous Escape* Special Rule should read, "At the end of the first turn in which...". This avoids confusion about possibly needing to roll multiple times.

REVISED RULES

The revised rules in this section are meant to be official changes to the game and are recommended for use in all of your games of Shadows of Brimstone.

Some rules presented here are listed as being Optional, and are offset in a light colored box. Any Optional Rule MAY be used, if all Players agree, and are generally there to adjust the challenge level of the game.

Alternatively, most of the specific Optional Rules in this section could be used on an individual Player basis, only affecting Players that want to use them (if all the Players agree). These Optional Rules do not really impact the group as a whole.

Hero Skill Limits

All Basic Skill Values are now Minimum 1 and Maximum 6

A Hero's six Basic Skills - **Agility**, **Cunning**, **Spirit**, **Strength**, **Lore**, and **Luck** - are now limited to a minimum value of 1 and a maximum value of 6, regardless of Abilities, Items, Tokens, temporary modifiers, etc.

If a Hero already has a base value of 6 in a particular Skill (not including any Personal Items, Abilities, etc), and they would gain a permanent additional point in that Skill (for example, through a Random Level Up Bonus, Upgrade Chart Ability, or from a bonus during the game), the Hero may instead choose any other Skill that is not already at 6 to add the point to instead.

Items

Badge Limit per Fight

A Hero may only carry 1 'Badge' Item at a time, and may only gain the bonus from **one 'Badge' per Fight**. This includes the ***Sheriff Badge***, ***U.S. Marshal Badge***, and any other Item that has the word '***Badge***' in its Item Name.

Note that multiple Badges may be used by different Heroes during a Fight, but any individual Hero may only gain the Bonus of one of those Badges.

Starting Gear

As Starting Gear cards are a fundamental part of every Hero Class, there are some new rules governing Starting Items, including the ability to recover Starting Items lost during your Adventures.

Heroes may NOT trade or give their Starting Items to other Heroes, and may NOT choose to sell their Starting Items in Town.

When called on to discard an Item (by an event or Travel Hazard, for instance), a Hero may NOT choose to discard a Starting Item (though a Starting Item MAY be lost when discarding a 'Random Item').

A Starting Item MAY be discarded voluntarily, to make room for carrying other Items.

If a Hero's Starting Item has been lost/discarded, they MAY purchase a replacement of it in Town, at any time (no specific Location is required), for the Gold Value listed on that Item. If there is no Gold Value listed, the Hero may acquire a replacement for free.

Discarding Items

When a Hero must discard a Random Item, only include 1 copy of any Items that the Hero has multiple of (so if the Hero has 2 *Bandanas*, only 1 of them is included when randomly determining which Item is lost).

When a Hero must CHOOSE one of their Items to be discarded by a game effect (this does not include Tokens), if they choose an Item that has no weight (Anvils), ALL copies of that specific Item are lost, not just 1 of them.

Limiting Gear/Artifact Cards by Hero Level (Optional)

This optional rule allows players a way of limiting the power level of Heroes early on in a campaign, by giving Gear and Artifact cards a minimum Hero Level requirement to Equip/Use. A Hero MAY carry and sell any Gear/Artifact cards they find, but may NOT equip or use a Gear/Artifact card unless they meet the Hero Level requirement, based on the printed **Gold Value** on the Gear/Artifact card, as follows:

Hero Level	Gear/Artifact Card Value Limit
1	$500 or less
2	$600 or less
3	$700 or less
4	$800 or less
5+	Any

A card with no printed Gold Value counts as having a Gold Value of $0.

Note that this restriction ONLY applies to **Gear** cards and **Artifact** cards (from any World). It does NOT apply to Town Items, Starting Gear, or anything else.

Heroes now Equip Items at the Start of their Activation

Heroes now Equip Items at the start of their Activation each turn, rather than at the start of the entire turn. This small tweak has been added to make it easier to remember and more convenient for the individual Heroes to adjust their Items each turn. Just remember that the Hero may not change the Items they have Equipped until the start of their following Activation.

When in the ***Caverns of Cynder***, the Hero must take Hits from **Clothing** Items <u>after</u> Equipping/un-Equipping Items.

Grit

Grit May Not be Used on Chart Rolls

A Hero may NOT use Grit to Re-roll any roll made on a Chart (Travel Hazard, Town Location Event, Injury, Mutation, Level Up Bonus, Charts on Encounter Cards, etc). This is a major restriction and can make the game far more challenging for the Heroes.

There are 2 exceptions to this rule:

- A Hero MAY use Grit to Re-roll any Chart roll that would kill the Hero outright (doubles of a Mutation, death on the Injury or Madness table, death from Surgery at the Doc's Office, etc).

- A Hero MAY use Grit to Re-roll any Chart roll for an attempt to remove an Injury/Madness/Mutation/Curse/Parasite.

Charts

No Permanent Bonuses from Modified Chart Rolls

If a roll on a chart is modified by any Item, Ability, or Re-roll (turning dice to a specific face, counting a die roll as a specific value, etc), that chart result may not grant the Hero a Permanent bonus (new Keyword, extra Health/Sanity, +1 Max Grit, Skill Increase, etc). Any other benefits of the roll are still in effect as normal (such as Healing an Injury, drawing an Artifact, etc), but no permanent bonuses may be gained from that result.

Note that this does NOT effect modifiers or Re-rolls that reference a certain Chart specifically, such as a Location Event that gives you +1 to a specific Chart roll at that Location (*Surgery* at the *Doc's Office* for instance) or a Horse that gives a bonus/Re-roll on the *Travel Hazard Chart*, etc. These may result in a permanent bonus.

Corruption

Corruption Resistance

Corruption Resistance is new terminology used for how many Corruption Points a Hero may carry before automatically trading them in for a roll on the Mutation chart. By default, all Heroes start with a **Corruption Resistance** of 5 (as previously described in the ***Shadows of Brimstone*** Core Sets). **Corruption Resistance** is just a new term for this existing mechanic, making it easier to reference when something modifies it.

A Hero's **Corruption Resistance** may never fall below 1.

Exploration

5XP for looking through Doors

Heroes now gain **5 XP** for Looking through a Door/Gate to draw the next Map Card.

Increased Scavenge Limit

The number of times that each Map Tile may be Scavenged is now based on the number of Heroes in the Hero Posse, as follows:

1-2 Heroes	1 Scavenge
3-4 Heroes	2 Scavenge
5-6 Heroes	3 Scavenge

For any Encounter or Special rule that increases the number of times the Map Tile can be Scavenged (ex. - *This Map Tile may now be Scavenged up to 5 times.*), simply add an extra +1 to the total if 3-4 Heroes, or +2 if 5-6 Heroes.

Unwanted Attention (Town)

More Dangerous Unwanted Attention (Optional)

Some players find that the Unwanted Attention rule, for having too many Mutations or gaining too much Gold from gambling in Town, is not dangerous enough. If players like, they can use the following modified version of Unwanted Attention to increase the danger level.

The following section replaces the normal '*When Trouble Comes a Callin*' section of the Unwanted Attention rules:

When Trouble Comes a Callin'

While a Hero has 1 or more Unwanted Attention markers, any time they **roll a 7 on a Location Event Chart** <u>or</u> **at the end of ANY Location Visit where the Hero won at least $500 from Gambling**, they must roll to see if they are attacked!

Roll a D6 for <u>each</u> Unwanted Attention marker you currently have. If ANY of the dice roll a 1, you are attacked from behind by a cowardly but dangerous individual, with murder on the mind!

Roll 2D6 on the following chart, adding +1 to the total if your **Luck** is 4 or higher, or +2 to the total instead if your **Luck** is 6 -

2D6	Result
4 or less	You are shot in the back and Killed!
5	Lose 1 Health permanently
6	Lose 1 Sanity permanently
7	Robbed! Lose 2D6 x $100
8-9	You avoid the attack, but are shaken by the experience. Your Town stay ends immediately.
10+	You slip down a side alley to avoid the would-be assassin! For the rest of this Town Stay, you are an extra -2 to rolls on this chart (this may stack).

Damage Modifiers

What can Damage Modifiers be Applied to?

There are many things in the game that give a model bonus Damage. Sometimes these modifiers are based on rolling a certain number on a To Hit roll, attacking a Target that has a particular Keyword, modifying a Critical Hit, etc.

> Damage modifiers may only be applied on Damage to a model from a successful To Hit roll assigned to that model.

Any other Damage caused does not gain the benefits of Damage modifiers unless specifically noted as such in the Damage modifier's text.

Items and Abilities that are '+X Damage against <Keyword> Enemies' are also limited by this same restriction (may only modify Damage on a To Hit roll assigned to a model with that Keyword).

There is one exception to this restriction which is that any Damage modifiers that are granted to 'an Attack' or 'all of your Attacks' may be applied to any Damage you cause from a Ranged Attack or Melee Attack (including Dynamite, a *Dark Stone Shiv*, etc.; but not **Splash Damage** - see below).

Splash Damage

Splash Damage is a type of extra Damage done as a by-product to other models nearby the original Target model of an Attack.

For example, the *Sawed-Off Shotgun* says, "Critical Hits also do 1 Wound to every Enemy adjacent to the Target, ignoring Defense." This extra Damage to other models adjacent to the original Target is considered **Splash Damage.**

Splash Damage may NOT gain Damage modifiers, unless specifically noted as such in the Damage modifier's text.

Splash Damage DOES gain **XP** for the Hero that caused the Damage (unless noted otherwise).

Note that Attacks with an area of effect (such as Dynamite) do NOT count as Splash Damage, as the entire blast is part of the primary Attack.

Free Attacks

Using a Free Attack

A Free Attack is a special type of Attack that a Hero may use on their turn (usually granted by an Item or Ability), in addition to their normal Attack. A Hero may only ever perform 1 Free Attack per turn.

A Free Attack is a Melee Attack or Ranged Attack, as noted on the Item or Ability that grants the Free Attack.

Melee Free Attacks have a listed Combat value that is used instead of the Hero's Combat value. They do NOT gain any Combat bonuses or modifiers that would normally affect the Hero's normal Melee Attacks, such as those granted by other Hand Weapons that are equipped.

The Gunslinger Hero Class

Quick Draw Starting Upgrade

The Gunslinger's ***Quick Draw*** Starting Upgrade has been revised in an effort to keep it thematic and fun, but reduce confusion and lessen it's impact on the game.

The following is the revised *Quick Draw* that should be used in place of the original card text.

Six-Shooter Ricochet Shots

The Gunslinger's ***Ricochet Shot*** Special Ammo for the Six-Shooter Template now has the extra ability that it **may be used in addition to up to one other type of Ammo when fired.** This may be another Special Ammo Shot from the Six-Shooter Template (like a ***Hellfire Shot***, or ***Dead Eye Shot***), or another type of Ammo like ***Dark Stone Bullets*** from the *Black Smith* in Town.

The Gambler Hero Class

Fortune's Favor Gambling Trick

The Gambler's ***Fortune's Favor*** Starting Gambling Trick allows the Hero to force a single die to be Re-rolled that might not normally be allowed. In the rules for the Gambler it states that you can use this ability on any Chart roll that is not called out as being prohibited from using Grit on. With the revision that Grit may not be used on Chart rolls (as noted earlier in this FAQ), this restriction needs to be revised for clarity.

The Gambler may use *Fortune's Favor* to force any single die on a Chart roll to be Re-rolled, except on the following Charts:

- A Hero's Random Level Up Bonus Chart
- Another Hero's Chart Roll, against their wishes

Mission Requirements

Canceling Fights and Encounters

The Heroes may NOT cancel a Fight or Encounter (using an Item or Ability, etc) if that Fight or Encounter is specifically caused as part of the Mission's game text or is an Advanced Encounter triggered by a Map Card.

For instance, the Heroes could not cancel the final Epic Threat Fight in the *For a Few Dark Stone More* Mission, as that Fight is specifically caused by the game text of the Mission itself.

XP Bonus Achievements

Bonus XP for Thematic and Team Play (Optional)

This Optional Rule allows Heroes to gain some bonus XP for doing thematic or team-oriented things during an Adventure. This can help to give an XP boost to Heroes that are lagging behind, and encourages stronger team play.

When this Optional Rule is used, any Hero that accomplishes one or more of the following gains the listed XP bonus at the end of the Adventure:

Lantern Bearer +20 XP

A Hero that carried the **Lantern** and rolled for *Hold Back the Darkness* for the entire length of the Adventure (even if KO'd at some point).

Recovering a KO'd Hero During a Fight +25 XP

A Hero that gives up their Attack during a Fight to help a KO'd Hero Recover (as detailed in the Advanced Rules section of the Rulebook, on page 29). (Limit 1)

Guiding the Path +10 XP

For each instance that a Hero used an Ability or Item to cancel/discard and Re-draw an Exploration Token or Map Card. (Limit 3).

Standing Against Darkness +5 XP

For each instance that a Hero used an Ability or Item to cancel a Depth Event, Darkness, or Growing Dread Card. (Limit 3)

Healing Corruption +10 XP

For each instance that a Hero removed a Corruption Point from another Hero. (Limit 3)

FAQ & CLARIFICATIONS

Grit

Q) I understand that Grit cannot be used to Re-roll a roll on a Chart, but what about rolls that are part of the Chart result (such as number of Hits taken, etc)?

A) The 'No Grit Re-rolls on Charts' restriction only applies to the actual roll to determine which Chart result affects you. All other rolls that are part of that specific result (unless rolling on a sub-chart) may or may not use Grit as normal for the type of roll being made.

Q) If an effect allows my Hero to 'gain 1 Grit', is this a permanent change?

A) No. Heroes have a 'Max Grit' value. If something increases or decreases a Hero's Max Grit, it will refer to it by name. Gaining a Grit refers to gaining a Grit token.

Q) What happens if a Hero must start the next Adventure with no Grit, but then gets a bonus in Town that allows them to start the next Adventure with an extra Grit.

A) They would still start the Adventure with no Grit. The order of operations for determining starting Grit happens in the following order: +X Grit, Max Grit, -X Grit, No Grit.

Q) Can Grit be used to Re-roll when moving the Hero Posse marker or Darkness marker a Random number of spaces forward or back on the Depth Track (for certain Missions)?

A) No.

Melee Attacks

Q) Is there a *Dual Wielding* penalty for using two Hand Weapons for a Melee Attack?

A) No. The Dual Wielding penalty is only for using more than one Ranged Weapon in the same turn for a Ranged Attack. A Hero may use a number of Hand Weapons up to the number of Hand Icons they have available during the turn, with each of these Items adding its benefit to the Hero's base Combat Attack.

Q) If I have a Hand Weapon that gives me +1 Combat and use the D8 for Damage rolls, is this just on that Weapons 1 Combat die, or for all of my Combat dice?

A) It would let you use the D8 for Damage on all of your Combat Dice. The only exception to this would be an Item that gives you a Free Attack, as Free Attacks are completely separate from your normal Attack and will always say exactly what that Free Attack lets you do.

Ranged Attacks

Q) Can I use the extra Hand Icon from a *Prehensile Tail* Mutation to fire three Single-Handed Guns as one Attack? What about a Single-Handed Gun and a Double-Handed Gun?

A) Yes and Yes. Both of these situations count as Dual Wielding however, meaning no Critical Hits.

Heroes

Q) When creating a new character that draws cards from a special deck (such as Spells for the Dark Stone Shaman or Gambling Tricks for the Gambler), should these be drawn before or after other character creation things like choosing a Starting Upgrade?

A) When creating a new character, the Player may choose what order to select/draw their initial Upgrades/Spells/etc. The system is meant to be very player friendly and easy.

Gunslinger -

Q) Normally if a Hero is using a type of Ammo and then switches to a different type of Ammo, the first Ammo type is lost. How does this work with the Gunslinger's Six-Shooter Template Special Ammo Shots?

A) Using a Special Ammo Shot from the Six-Shooter Template IS in place of the bonus for any other Ammo you have in effect, but it does not make you lose the other Ammo. *For example, you may have Dark Stone Bullets in effect during an Adventure, use a Dead Eye Shot for one of your Hits, gaining the Dead Eye Shot bonus instead of the Dark Stone Bullets bonus for that Hit, and then go back to using the Dark Stone Bullets.*

Drifter -

Q) Can a Drifter that likes a particular Mutation, etc choose not to roll for removing it at the start of an Adventure?

A) No. These rolls are not voluntary, they happen automatically.

Wandering Samurai -

Q) Can the Battle Tactic ***Dancing Dragon*** be used in the middle of an Attack?

A) No. *Dancing Dragon* may not interrupt another action. The Hero must use *Dancing Dragon* before or after an Attack, before or after movement, etc., not in the middle of an action.

Q) Does the *Quiet Traveler* Starting Upgrade affect '3 Handed Items', like those found in the *Mutant Quarter*?

A) No.

Dark Stone Shaman -

Q) Can the Dark Stone Shaman cast a Spell with 0 Magik and add Dark Stone to gain extra casting?

A) No. The Dark Stone Shaman must spend at least 1 Magik to initiate a Spell.

Q) What happens if the Dark Stone Shaman casts her *Call Down the Storm* Spell while in Targa? Normally it cancels other **Weather** effects in play, but Targa's **Weather** is built into the World card as a permanent effect.

A) While the *Call Down the Storm* Spell is in effect, all other **Weather** is canceled. Once the Spell has ended, any permanent **Weather** effects like this come back into effect.

Q) When transforming into an Animal Form, all Items become un-Equipped. What about bonuses already used that have lasting effects?

A) Bonuses already used (such as those that last until the end of the turn) continue to stay in effect.

Items and Tokens

Q) Does the *Authority of O'Tar* Targa Artifact count as a 'Badge' (for limits and restrictions)? What if you are Keyword **Outlaw** and you equip the *Authority of O'Tar* while in an OtherWorld?

A) The *Authority of O'Tar* does NOT count as a 'Badge' (as it does not have the word Badge in the Item title). If an **Outlaw** Hero with the *Authority of O'Tar* equips it while in an OtherWorld, they immediately gain the word **Law**, losing the Keyword **Outlaw**, while it is equipped.

Q) If a Hero decides to target their own space with Dynamite, do they still need to roll To Hit?

A) Yes. This represents the fact that the Hero would still be dropping or rolling the Explosive a short distance away from themselves (giving it the opportunity to Bounce) so as not to be outright blown to bits by it.

Dark Stone

Q) Can I hand all of my Dark Stone to another Hero at the end of the Adventure, before rolling for Corruption for it?

A) No. A Hero must roll for Corruption Hits from any Dark Stone they are carrying at the end of the Adventure. This represents the corrupting influence the black rock has had on you throughout the Adventure, not just at the end.

The one exception to this is that a Hero may voluntarily discard any number of Dark Stone they were carrying before rolling for Corruption Hits at the end of the Adventure. This can be a necessity if you don't want to mutate but have found more Dark Stone than you bargained for.

Q) If I discard to use an Item like Dark Stone Bullets that has a Dark Stone Icon on it, do I still need to roll for a Corruption Hit from it at the end of the Adventure?

A) No. A Hero only rolls for Dark Stone Icons on Items they are still carrying at the end of the Adventure.

Q) Are Items like the *Dark Stone Horseshoes*, that have a Dark Stone Icon but are not used during an Adventure, rolled for for Corruption Hits at the end of the Adventure?

A) Yes.

Status Effects

Q) Do Poison markers count as being Keyword **Poison**?

A) Yes.

Enemies and Abilities

Q) If a Hero has an Item or ability that lets them ignore an Enemy's ***Tough*** ability, does that also work on Enemy abilities that make the Enemy Immune to Critical Hits, but are not called 'Tough'?

A) No. If an Item or ability allows you to ignore a particular Enemy ability, that only includes the specifically named ability. Some Enemy abilities will also say '(Tough)' in parentheses after the ability name to indicate that the ability counts as ***Tough***.

Q) Does the Enemy ability ***Endurance*** limit Damage from sources that are not Hits (such as Dynamite)?

A) Yes. ***Endurance*** is intended to limit the number of Damage the model may take from any single instance.

Q) If an Enemy has an ability that reduces the effectiveness of Critical Hits (like the *Slasher*), and another source reduces that Enemy's Defense (such as the Preacher Sermon *Weaken*), which is applied first?

A) Other sources of Defense reduction should always be applied first, followed by an ability that is triggered by a Critical Hit on that model.

Q) If a Hero is allowed to make a Defense/Willpower save, even against something that normally ignores Defense/Willpower, how many saves do they roll?

A) The Hero would roll one Defense/Willpower save to prevent all the Damage from each instance.

For example, if a Hero with a *Void Hood* was caught in the blast area of Dynamite, the Hero would make a single Defense roll to prevent the Damage from that Dynamite. Alternatively, if that same Hero was hit 3 times by a *Tentacle's* Combat Hits using the ***Smash*** ability, the Hero would make a Defense roll against each of the 3 Hits.

Q) Are the Shadow Magik cards from *Beli'al* and the Shadow Magik cards from the *Hellfire Succubi* Mission Pack meant to be mixed together into one Shadow Magik deck?

A) Yes.

Q) If an Enemy like a *HellBat* does Horror Hits to you for each Hit they do, do you still take those Horror Hits if the normal Hits are successfully defended against?

A) Yes. The Horror Hits are assigned immediately as soon as the normal Combat Hits are applied. If a Hero has some way to make the Enemy Re-roll their Combat Hit, this would negate any Horror Hits as well, as the Combat Hit was never successfully applied.

Q) The Lost Army *Banner Bearer* and *Generalisimo* give bonuses to other Lost Army. Is this the Enemy Group *The Lost Army* or models with the Keyword **Lost Army**?

A) It is intended to be the Enemy Group called *The Lost Army*.

Q) What happens if a model gains Initiative during a turn, after that Initiative Level has already passed?

A) If they haven't already Activated, that Hero or Enemy group Activates as soon as the currently Activating Hero/Enemy Group is finished.

Town Stay

Q) Do you pay for staying at the Hotel at the start of a Day in Town, or at the end?

A) You must decide at the start of each Day in Town (after the Daily Event is drawn and resolved) whether your Hero is staying in the Hotel (and paying the fee immediately), or staying in the Camp Site for free.

Q) Can my Saloon Girl or Preacher Hero Heal other Heroes using Sermons, Comforting Presence, etc during a Town Stay?

A) No. It is assumed that these abilities are not as effective while you are not in the immediate danger of being on an Adventure. (*Mostly this is a design conceit so that free Healing abilities of certain Heroes don't simply negate the risks of Traveling and lingering in Town*).

Q) If I have an effect that covers 'the next Adventure' and my Hero engages in a *Shootout at High Noon* Town Adventure, how does this work?

A) Because the *Shootout at High Noon* is a Solo-Hero Adventure in Town, any 'On the Next Adventure' effects targeting you (or the Hero Posse as a whole) will be in effect for the Shootout Town Adventure as well as the next normal Adventure.

Q) Can a Hero trade Items with other Heroes/Pack Mules before engaging in a *Shootout at High Noon* Town Adventure?

A) No. There's no time for that... the Shootout must be completed with the Items you currently have on you.

Q) Are the Frontier Outpost ***Bounty*** and the Sheriff's Office ***Sheriff's Bounty*** intended to work different from one another? Can you get both?

A) Yes. And Yes.

Q) Can a Hero have multiple *Vision Quest* bonuses from the *Indian Trading Post* at the same time?

A) No. The Vision Quest bonus does not stack. Either a Hero has it for the next Adventure, or they do not.

Q) If a Hero goes *Down a Dark Road* at the *Smuggler's Den*, gaining +1 Luck and the Keyword Outlaw, and then later gains the Keyword Outlaw through other means, does he lose the +1 Luck?

A) No. The *Down a Dark Road* bonus is only potentially lost by visiting the *Church* (as noted in its game text).

Terminology

Q) What is the difference between Damage and Wounds?

A) 'Damage' is a general term that includes Wounds and Sanity Damage. The term 'Wounds' is specific to decrementing a model's Health value. Because of this, 'Damage' and 'Wounds' are both occasionally used interchangeably when discussing things that decrement a model's Health.

Q) What is the difference between a Mission and an Adventure?

A) For the most part, these terms can be used interchangeably.

Technically, an Adventure is the broad term for a trip down into the Mines or an OtherWorld, that lasts from the time that the Heroes are placed on the board until the Heroes have completed or failed to complete their objectives, and resolved any 'End of the Adventure' elements.

A Mission is the specific Adventure being played. It has a name, Objectives, Rewards and Failures, as well as any special rules for use during that Adventure.

Armor

Q) Can Armor be used to prevent Wounds from the Heat in Cynder? Poison? Etc?

A) Yes. Armor is a flat benefit that any time you would place a Wound on the model, you roll for any Armor save they might have. If successful, that individual Wound is prevented. This can occasionally create situations that seem a little strange, like your Armor preventing Damage from the excessive Heat in the Caverns of Cynder, but it remains a global protection against all Wounds to keep things streamlined.

Things that Ignore Defense do NOT generally Ignore Armor (unless noted as such).

Loot

Q) Do the Heroes get to draw Loot at the end of the final Fight of an Adventure, in addition to the Rewards for that Adventure?

A) Yes. As long as there is a Fight, the Heroes get to draw Loot cards as normal. The Reward listed in the Mission is gained for successfully completing the Adventure, whether or not there is a final Fight.

Allies

Q) It says that Allies do not take part in Travel or a Town Stay. Are Items on an Ally like the Pack Mule accessible during a Travel/Town Stay?

A) This rule is in place to make it clear that Allies are not intended to gain the benefits or suffer the consequences of Travel and the dangers of Town.

For the sake of Items etc. that are carried by an Ally, a Hero may exchange Items with any number of Allies once before Travel begins, and then once at the start of each Day in Town. This should allow you access to all of your supplies, but avoid most abuses of playing 'hot potato' with Items and Allies.

Worlds

Q) In the *Swamps of Jargono*, is the bonus +2 on *Catch Your Breath* rolls meant to be added to the actual die roll, or to the total?

A) The +2 is meant to be added to the total amount that the Hero can Heal when rolling to *Catch Your Breath.*

Q) Do Old Mine Entrance and Mine Exit End Caps (leading to and from *The Canyons* World) count as Gates during Missions that don't allow Gates?

A) Yes. Though not technically a Gate, they do transition the Hero to another Map Tile set which could end up breaking some Missions that normally have the *No Gates* Special Rule.

Q) When visiting the *Blasted Wastes* Barter Town *Temple* Location with the #6 Idol - *Gateway to the Void*, what happens if all of the Heroes at that Location are KO'd by the *'Something's Coming Through'* Event mini-Fight?

A) As listed in the Event, after the Fight is resolved (with any Loot and/or Injury and Madness rolls for being KO'd), the Heroes return to their Location Visit. It is assumed that any remaining Enemies that got loose are dealt with by the local Temple guard.